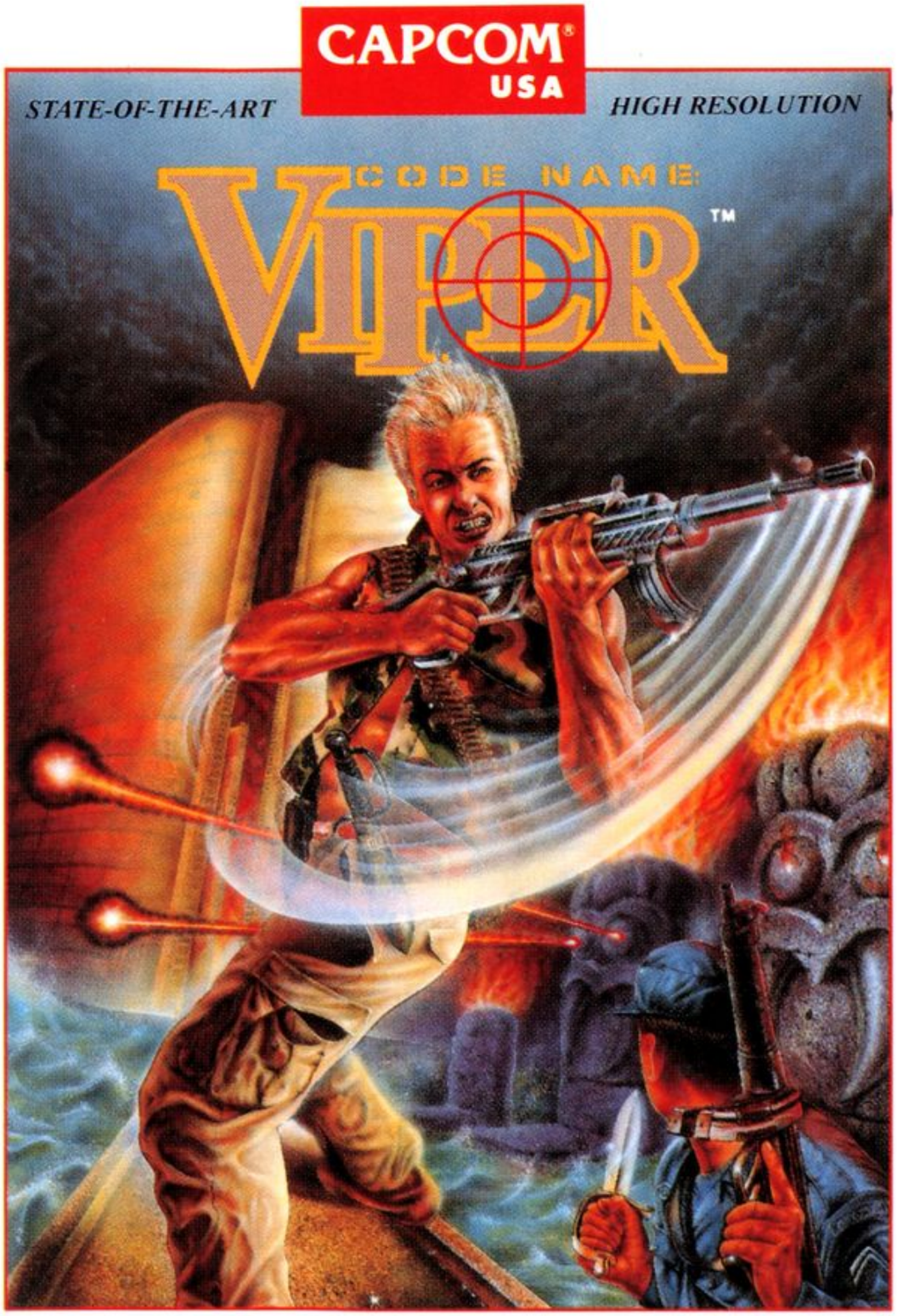
NES-VP-USA



INSTRUCTION MANUAL

NEW!

Disney's DuckTales™

Join Scrooge McDuck on his greatest challenge ever! You can help him discover the legendary Five Lost Treasures and become the "Richest Duck in the World"!

CAPCOM USA

Licensed for play on the Nintendo Entertainment System.

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Dear Video Game Enthusiast:

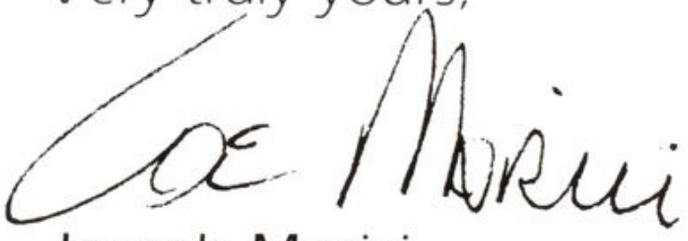
Thank you for purchasing **Code Name:Viper**—ideal for players with an appetite for nerve-racking action.

It's no surprise that Capcom has become a top producer of video games for the Nintendo Entertainment System. We have irresistible games for everyone!

Disney's Duck Tales is wowing kids and adults alike. And **Willow** is for the true action-adventure fan! Imaginative storylines. Great playability. And graphics that make characters more real...dangers more deadly... and victories more sweet!

Thank you for selecting Capcom, and I hope you enjoy your latest addition to your video game library.

Very truly yours,



Joseph Morici
Vice President
Capcom U.S.A., Inc.

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

Now...the Major Motion Picture Willow is available for your Nintendo Entertainment System!

W·I·L·L·O·W

Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army.

CAPCOM USA

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Willow™ is under license from LucasFilm, Ltd.

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"Mr. Smith"

Look for these hot action-packed Games from Capcom...

MegaMan 2

He's back! And this time the evil Dr. Wily has created even more sinister robots to mount his attack.

Strider

Your task is to infiltrate the Red Army and return enemy secrets to your superiors.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continous game playing. This will extend the performance of your GAME PAK.**

GETTING STARTED

1. Insert the **CODE NAME: VIPER** GAME PAK and turn on your Nintendo Entertainment System. The cartridge will show various scenes from the game until you press the start button. If you have a password from a previous game, you can enter it here. This will allow you to start at the beginning of the next level you had qualified for.

If this is your first game, or you wish to start a new game, press the START button.

2. The first stage of the game has your character, "Mr. Smith" meeting with Commander Jones. He will outline your mission in South America and give you a clue to surviving your first encounter with the enemy. To move the conversation along, press the **A** button on the control pad. To converse with any character throughout the game, press the **A** button.

3. When you leave Commander Jones your mission will begin. Your character will be flown to a hidden fortress in the Amazon to begin the long war against the Drug Cartel.

CONTROLLING "MR. SMITH" - the VIPER

The controls for the **Viper** are quite simple, but true mastery takes great timing and skill.

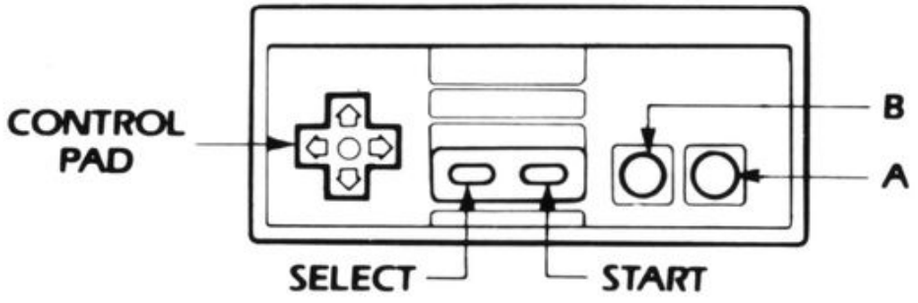
Pushing **RIGHT** and **LEFT** on the controller moves the **Viper** right and left. This works even when he is jumping or falling. Remember this! This feature can save a life.

UP and **DOWN** are used to move the **Viper** up or down. You can dodge some of the bullets by moving down quickly. You can also fire from this position.

The **A** button is used for jumping. The longer you hold the button down, the higher your character can jump. To jump to different levels of the various backgrounds, press **UP** or **DOWN** as you press the **A** button. The **Viper** must be looking up before you try to make him jump up to a new level. To jump across open areas, press **Right** or **Left** as you press the **A** button.

The **B** button is used for firing the weapons. The **Viper** has two major weapons, a handgun and a machine gun. He will use the strongest weapon he has until it is out of ammunition. He can fire either weapon while walking, crouching or jumping. You will need to be able to master all of the firing positions to complete this game.

The **START** button pauses the game. Pressing it again will resume the action.



"Mr. Smith"

THE PLAY OF THE GAME

At the beginning of each mission you will see an overhead view of South America and the positions of the fortresses. You will also see a miniature map detailing the next area that you must travel for that level. As you destroy the fortresses, you will be taken to the next position on the main map.

The game begins with the **Viper** appearing in the new location. He starts the game with only a handgun and 50 rounds of ammo. There is a small picture on the bottom of the screen of the handgun. He can obtain extra ammo for this gun as well as a machine gun by locating the **extra rounds** symbols that are hidden in the fortresses.

There is also a symbol showing a man next to two red globes. These globes are the **Viper's** energy points. If he touches an enemy, he loses a point. If he is shot, he loses two points. When he loses two points, he loses one life.

There are many secret doors set in the walls and containers of the fortresses. You must search as many of these as you can for they hold the key to your character's survival. To access these doors, stand directly in front of it and press **UP** on the control pad. The door will swing and take you into the room behind it. If you continue to hold the **UP,** the **Viper** will not immediately swing back from the other side. Use this to avoid enemies that are too close to the secret door.

THE PLAY OF THE GAME - continued

Many people and items may be located on the other side of the hidden doors. Among them are:

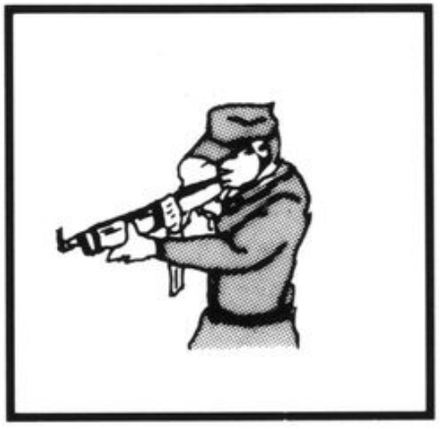
Captured civilians -	By discovering them, you have freed them.
Extra Ammo -	This will increase your firepower by giving you extra rounds.
Machine Gun -	Like above, but more powerful.
Extra Time -	This will give you more time to complete the level.
Captured Soldier -	He will give you the bomb that will let you leave the level. Without this device, you will be stuck.

The actual game play involves search and destroy tactics. You will encounter several different enemy threats as you explore each fortress. To complete each level successfully, you must examine as much of it as you can, being as thorough as possible.

At the end of each level you will meet with an agent that has a confidential message for you. The more levels that you will conquer, the more complete his message will be.

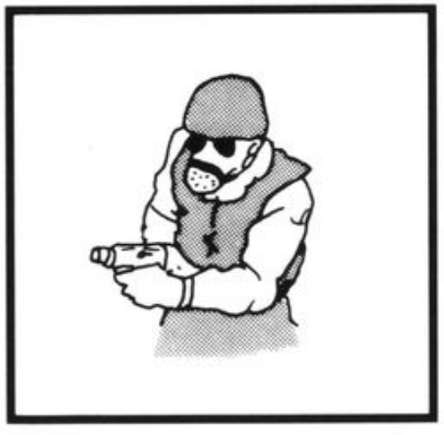
ENEMY CHARACTERS

FROGMAN

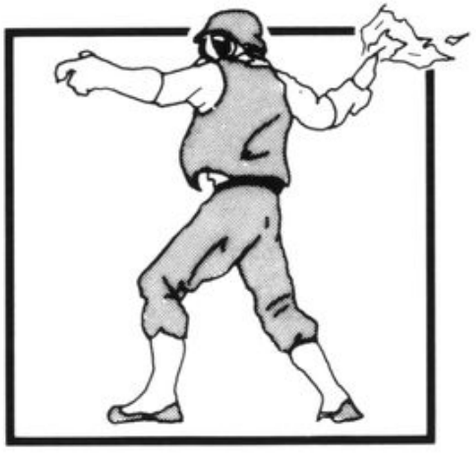


SNIPER

LARGE BOMB



HIDDEN WARRIOR

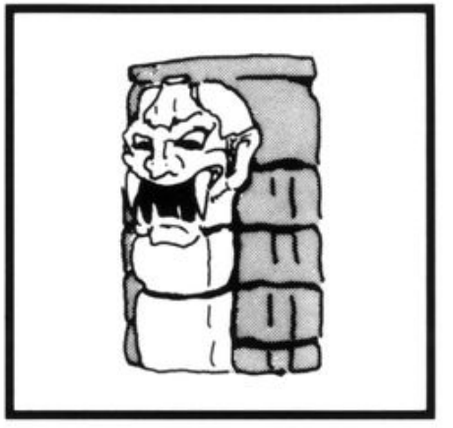


NAPALM SOLDIER

ENEMY CHARACTERS

MULTI-SHOT SNIPER

SOLDIER



STATUE-TRAP

MANIAC

ACID DROPS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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CAPCOM® USA

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